



COMMODORE 64/128



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PLAYERS

LOADING INSTRUCTIONS

Hold down **SHIFT** and tap **RUN/STOP**.
C128 owners first type **GO-64 (RETURN) (RETURN)**.
THE GAME

It has been six years since you took on the alien fleet single-handed, obliterating their asteroid bases, turning their motherships into expanding clouds of vapour, grabbing those pieces of extra hardware for your trusty old ship. Those were the days... You retired to the planet Blair inhabited by small furry animals. You wanted to spend your last years playing sports simulations and mundane arcade adventures surrounded by cute creatures. But you become restless, your soul yearns for the thrill of the fight, to battle against incredible odds. Well here's your chance to do just that. Once again the Intergalactic Federation needs your help...

The enemy have captured **Tantrum** the second most strategically important planet this side of the 'Sarcophagus Rift'. you must fly your 'Quarled' class death fighter over the planet destroying as many enemy ships as possible. If you destroy an entire formation then you can collect extra equipment for your ship.

CONTROL

To control your ship use a Joystick on Port 2.

CREDITS

MIKE WARE: game design code and graphics.
PETER FOSTER: additional graphics.